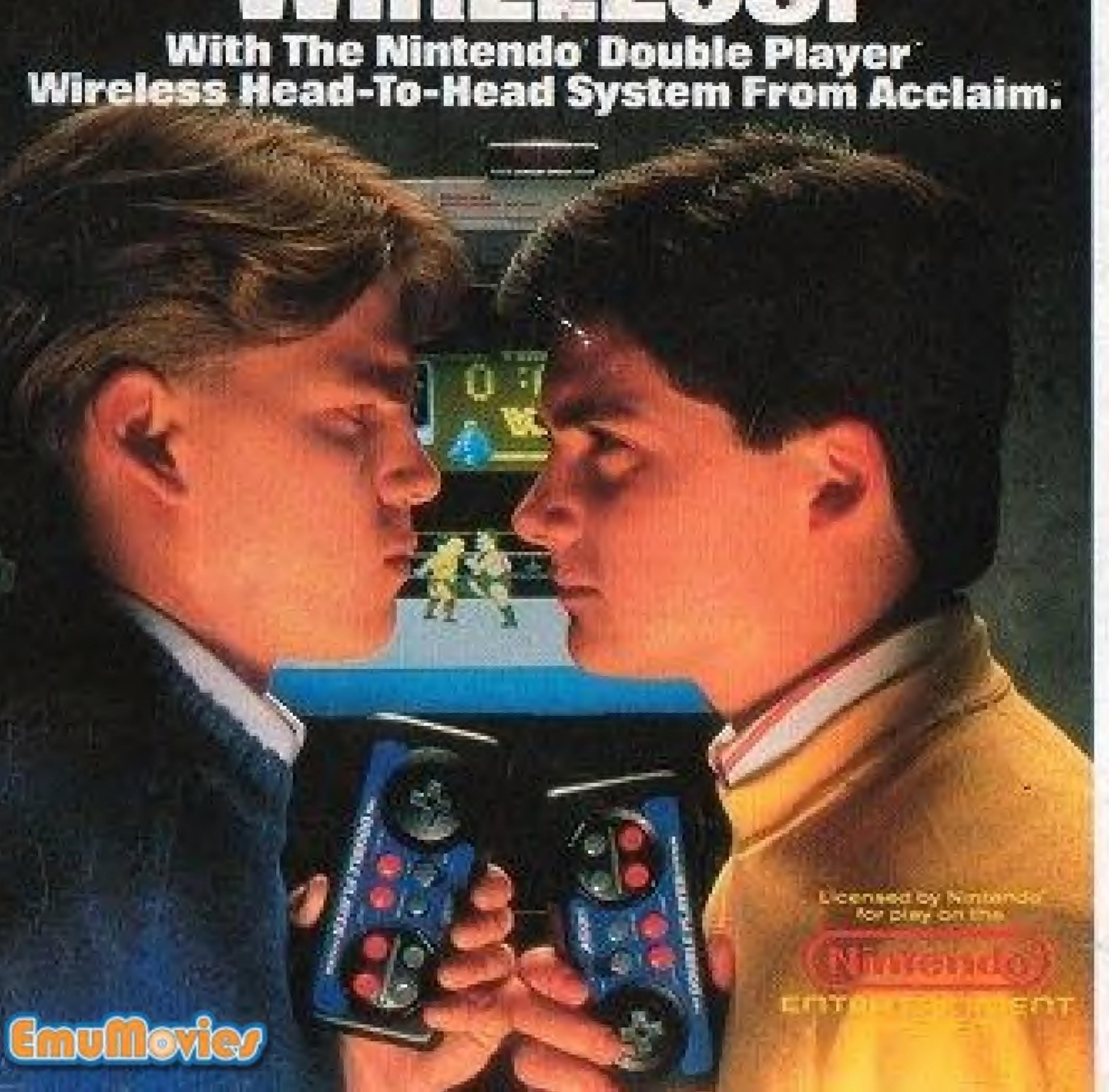
# GO HEAD-TO-HEAD, WIRELESS!





- For 1 or 2 players
- Twin Turbo Rapid-Fire
- Slow Motion Mode
- Accurate Up To 30 Feet





PRINTED IN JAPAN

NES-L4-USA +

GAME PAK
INSTRUCTIONS



Licensed by Plintendo for play on the



# SIHWARZENEGGER

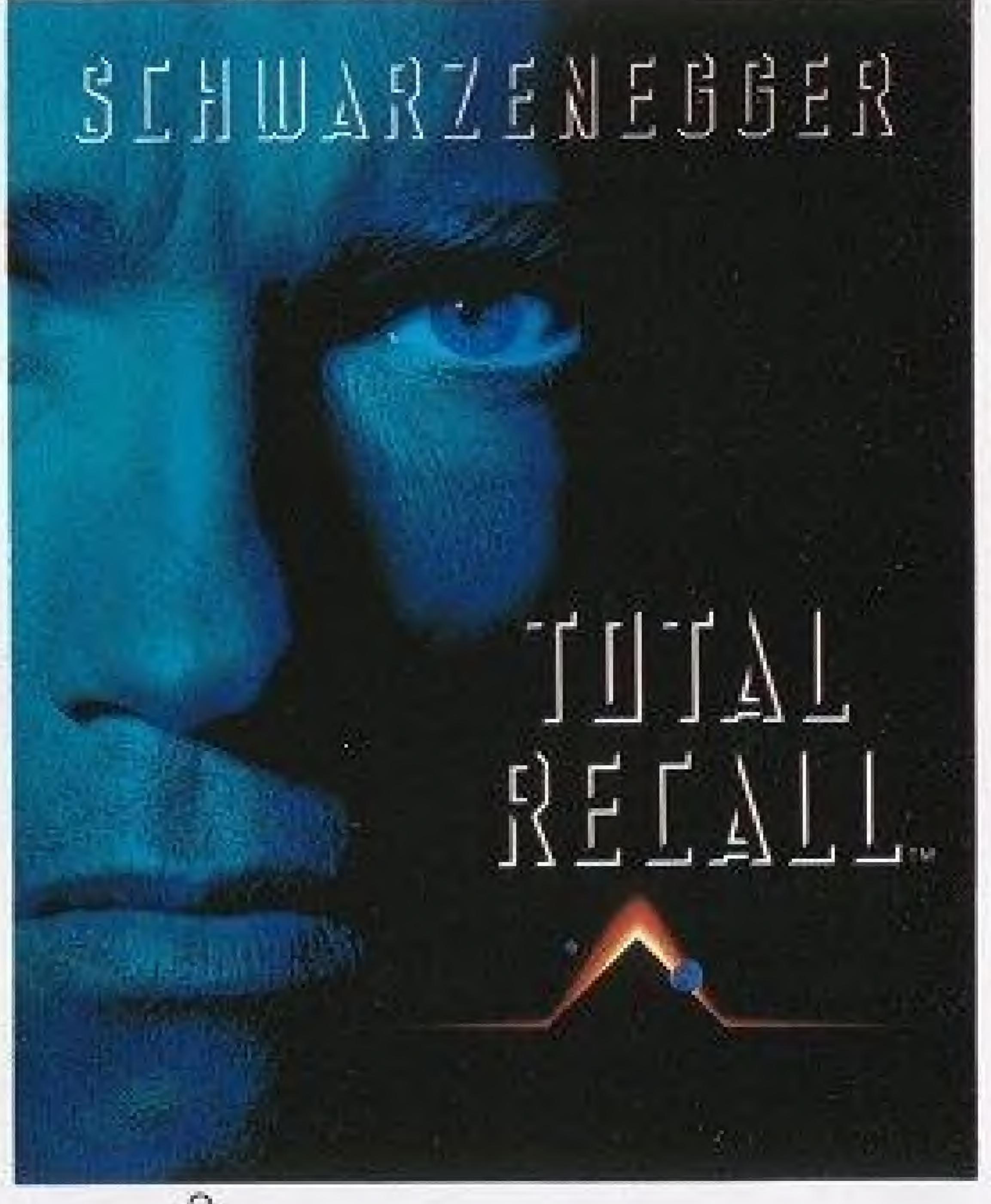
They stole his mind.
Now he wants it back.



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Nintendo recommends
against using a rear
projection television with
your NES as image retention
on the screen may occur.

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You are Quaid. Just a regular guy with a day job—who'd like to visit Mars. Then you see this commercial:

"...BUY THE MEMORY
OF YOUR IDEAL
VACATION—CHERPER,
SAFER, BETTER THAN
THE REAL THING. JUST
CALL REKALL."

So you do.

"Let me tantalize you," says
the Rekall salesman, "You're
an undercover agent, people
are trying to kill you left and
right. You meet a beautiful
woman. And by the time it's
all over, you've got the girl,
killed the bad guys, and
saved the planet."

You smile reluctantly.

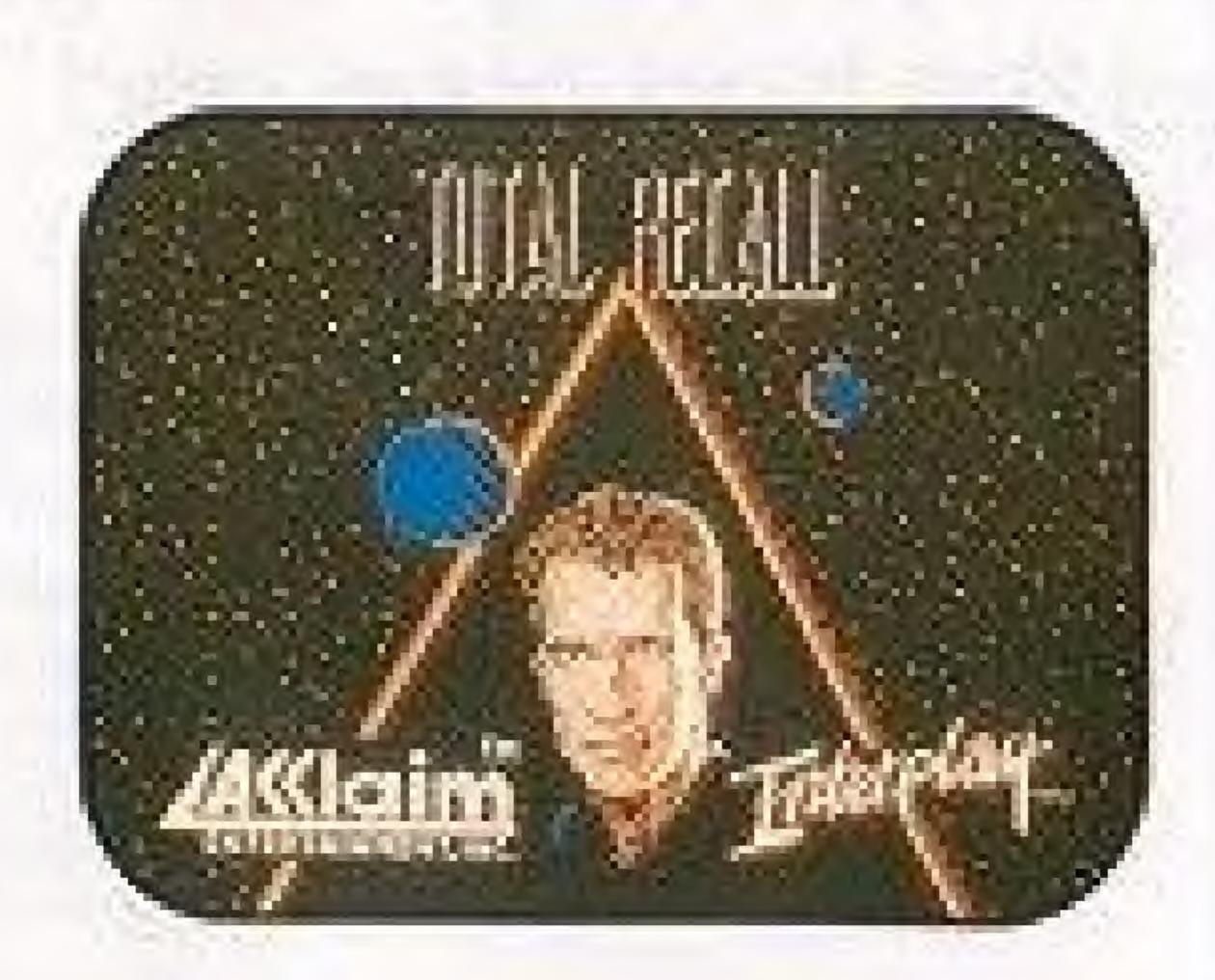
"OK," you agree. "Give me the memory implant."

2

# WHO ARE YOU ANYWAY?

You're Douglas Quaid, right? A guy who does heavy construction downtown... Or are you?

You go to get this brain implant, one that leaves you with memories of a Martian vacation. But when they tap into your grey matter to prime you for the implant, they hit a memory cap...



Someone wanted you to forget who you were, where you've been, what you've done...

You work your way back home—
fending off thugs with your bare
hands—only to find your wife isn't
really your wife. And your marriage
is merely another memory implant.
Plus, hired guns are after you.
You gotta split.

So you end up in an abandoned cement factory. Weird place. Keep your guard up here.

And, oh yeah, there's one guy you never want to even get close to. Richter. Avoid him at all costs.

Things get really hectic when you're on the run. So you gotta keep your strength up. Pop energy canisters whenever you can get your hands on 'em. And stay away from dark alleys.

If you stay cool, you'll get an offer for a free ride to Mars. Take it. It's the only way you're ever going to find out what's really going on here.

Mars is a strange place. It's like the Wild West of The Future. They're mining some kind of super-valuable stuff called turbinium ore. And everyone wants a piece of the action. But a power-hungry guy named Cohaagen is trying to run off with the whole enchilada. Why doesn't anyone stop him? Could it be that this was your job?



Somewhere in this fiery red planet lies the answer to the two most important questions of your life: who are you? and who is it that doesn't want that question answered?



4

## READY TO TRAVEL

#### LOADING

- Make sure the power switch on your NINTENDO® control deck is OFF.
- Insert the TOTAL RECALL™
   cartridge as described in your
   NINTENDO ENTERTAINMENT
   SYSTEM® manual.
- 3. Turn the power switch ON.

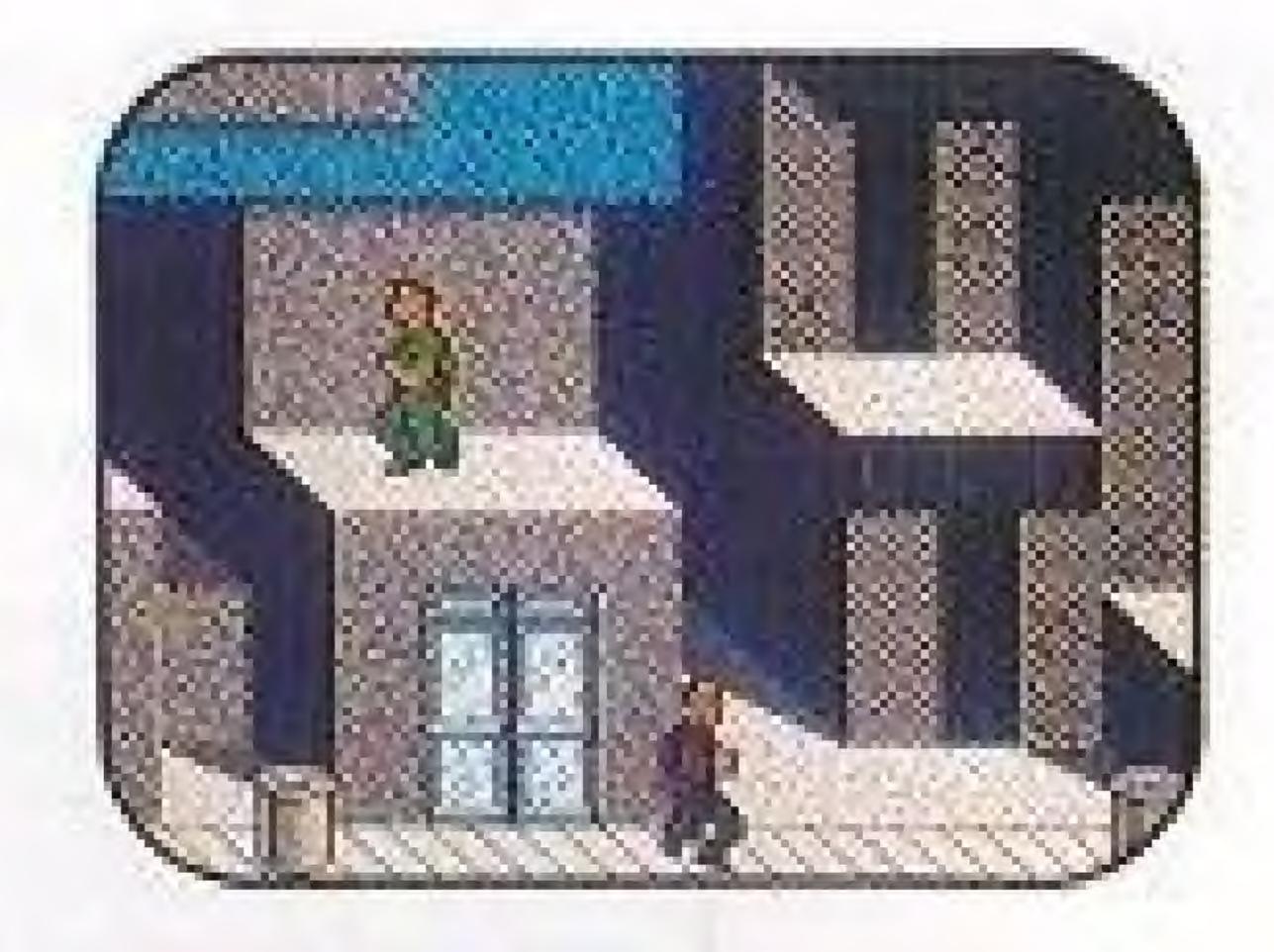
You'll first see the TOTAL RECALL title screen. Press the START BUTTON. You'll then see the credits screen and the background screen. Game play begins when you see Quaid downtown—heading for the subway station.

# HOW THEY DO IT DOWNTOWN

The people you meet on the streets! They sometimes have the worst manners! In fact, they act like they own the place—and like they don't want you around...

At first, most of these thugs and special agents underestimate your fighting ability. But there is one man who'll get you every time: Richter. Stay away from him. Don't even attempt to fight him!

Look everywhere for Energy
Canisters and weapons—they'll
turn up in the most unexpected
places. And remember to take
them up on that free ride to Mars.



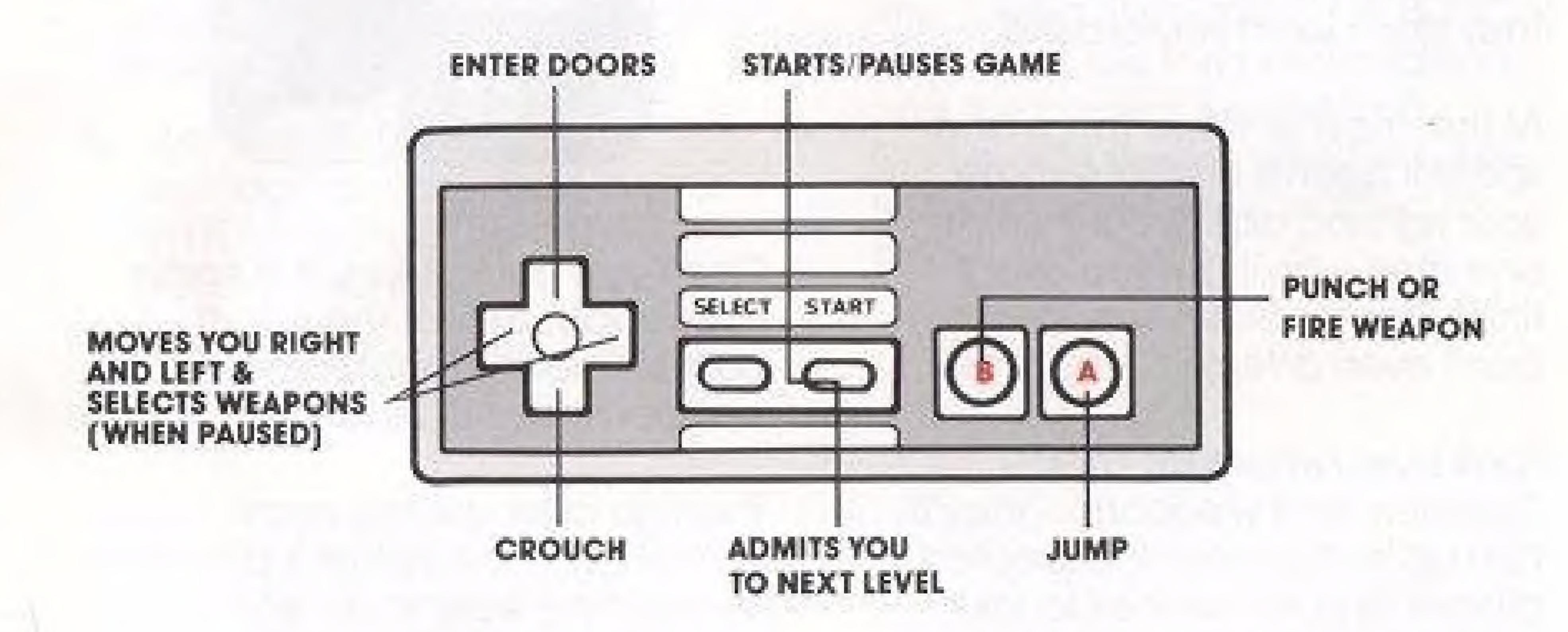
Once you get to Mars, the same rules apply: defeat the riffraff, collect energy canisters and weapons, and steer clear of Richter.

Then go after the top man: Cohaagen. He's Richter's boss, and he won't be easy to defeat. But where there's a will, there's a way...

# CONTROLS—ON FOOT

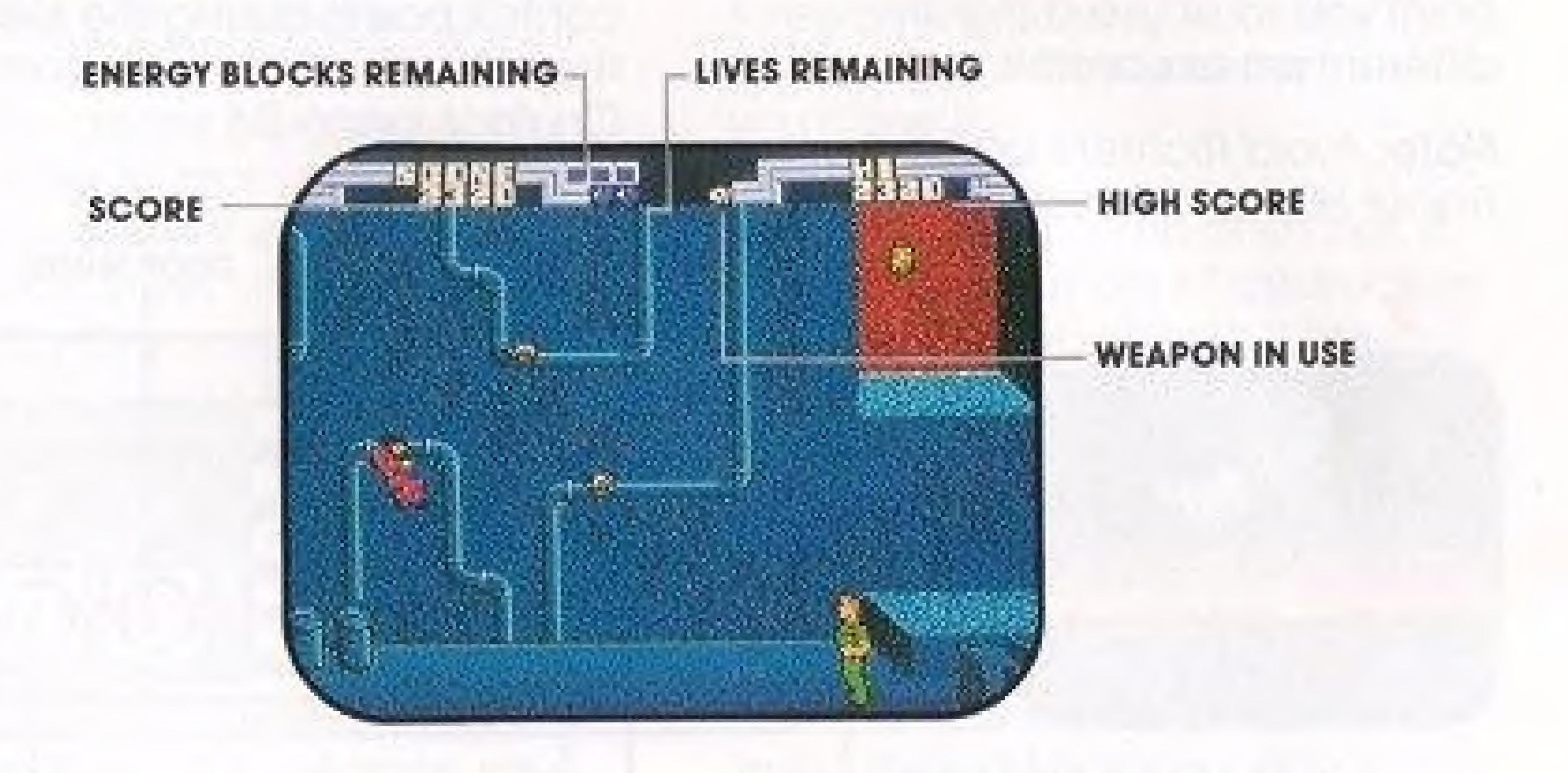
Through much of the trip, Quaid, you'll be on foot. Walking through streets, subways, interplanetary

flight terminals and more. These are the controls you'll use at those times.



# ON THE SCREEN

All the game play information lies across the top of the screen as follows:

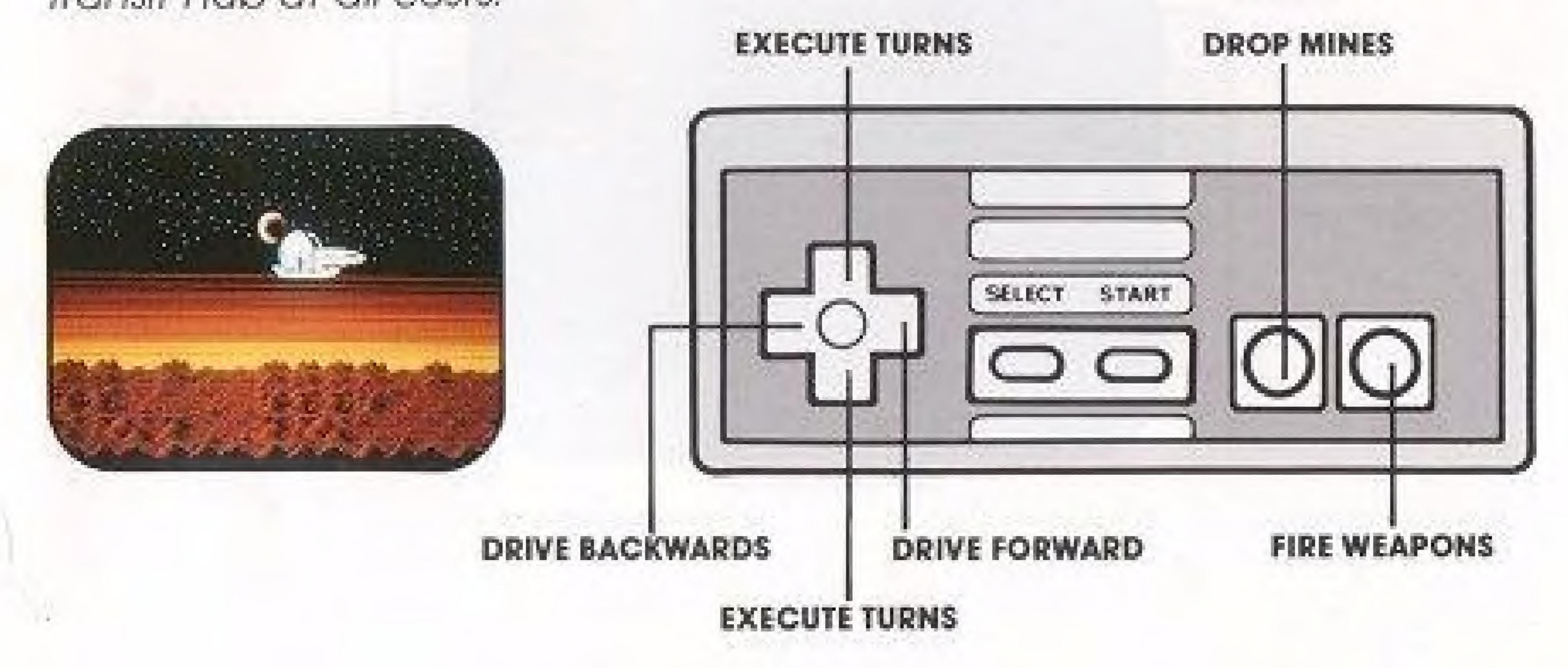


#### THE CONTROLS—IN THE TRANSIT HUB

In the Martian Transit Hub you'll jump behind the wheel. At this point you must use a slightly different set of controls.

**Note:** Avoid Richter's car in the Transit Hub at all costs.

The following control points are for the Transit Hub only. (For the control points during the rest of the adventure, see Controls—On Foot, page 8.)



## FOUND WEAPONS

You don't know who you are. Or what's going on. You don't even have your own weapons.

But as the game progresses, you will be able to pick up weapons when you need them. Some are out in plain view. Others are more difficult to find.

To pick up a weapon, simply walk over it.

To select a new weapon, press
START. Then press the ARROW KEYS
right or left to cycle through the
choices. When the weapon you
want is shown, press the START
BUTTON again to resume play.

HAND GUN—Easy to maneuver.
Easy to run with. But be
forewarned: when you bust
through the X-Ray Scanner,
you'll lose it.

MACHINE GUN—This one's hot. It lays down a curtain of destruction. You'll be equipped with it once you get to Mars.

LASERS—Your most powerful piece. Fires a deadly beam of searing power.

LAND MINES— (Only in the Transit Hub.) These'll knock out anyone who comes close to them (except for Richter.)

# THE LIVES OF QUAID

You begin the adventure with 3 lives. Within each life you have 5 Energy Blocks which are shown on the screen near your score. As you fight and get injured, your Energy Blocks are depleted.

You can replenish your Energy
Blocks by consuming the contents
of the Energy Canisters. Since
different Energy Canisters contain
different amounts of energy,
consuming some will show
immediate results (on your Energy
Bars) and others won't.

Energy Canisters—Try to find as many of these as you can. They are hidden everywhere. Consume the contents of a canister moving over it. To show that you've consumed its contents, the canister will float away.

Extra Life—You can never stumble on enough of these. So search everywhere for them.

Losing a Life—When you lose a life—and it's bound to happen—press the START BUTTON to resume.

#### VACATION TIPS

Here are some tips that may make your trip to Mars somewhat more enjoyable:

- If walking past alleys makes you jumpy, there is a way to avoid getting pulled in by the enemy.
- Be sure to search every nook, every corner, every cranny for Energy Canisters and Extra Lives.

- Don't mess with Richter. Avoid him at all costs!
- Warning, by the time Richter makes it to your apartment, it's probably too late for you to escape.



12

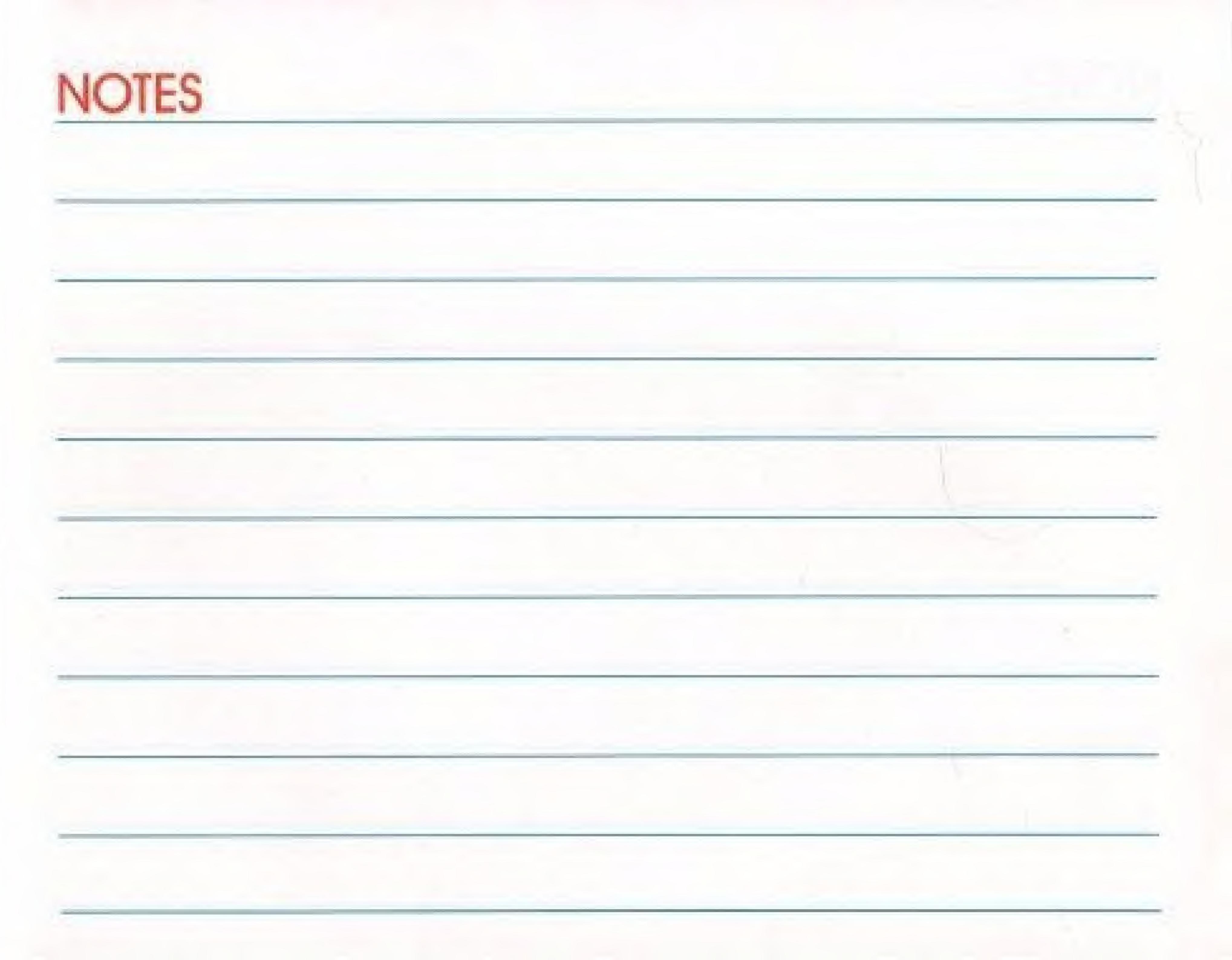
# BON VOYAGEL

Something's wrong here.
Something's missing. And it looks like it's your identity.



But you've got your youth. And your strength. And you're going to make it to Mars if it's the last thing you do. (And it just might be.)

On red hot Mars, you'll find out who you really are... And why they'll go to any length to keep you from finding out...



OTES		

MOTES	

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Accidim software product has arisen through abuse, unreasonable use, mistrealment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT:

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

#### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and felevision reception. If has been type fested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subport J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Recrient the receiving antenna
- Relocate the NES with respect to the receiver:
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/felevision technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

# Acclaim Hotline (516) 624-9300

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